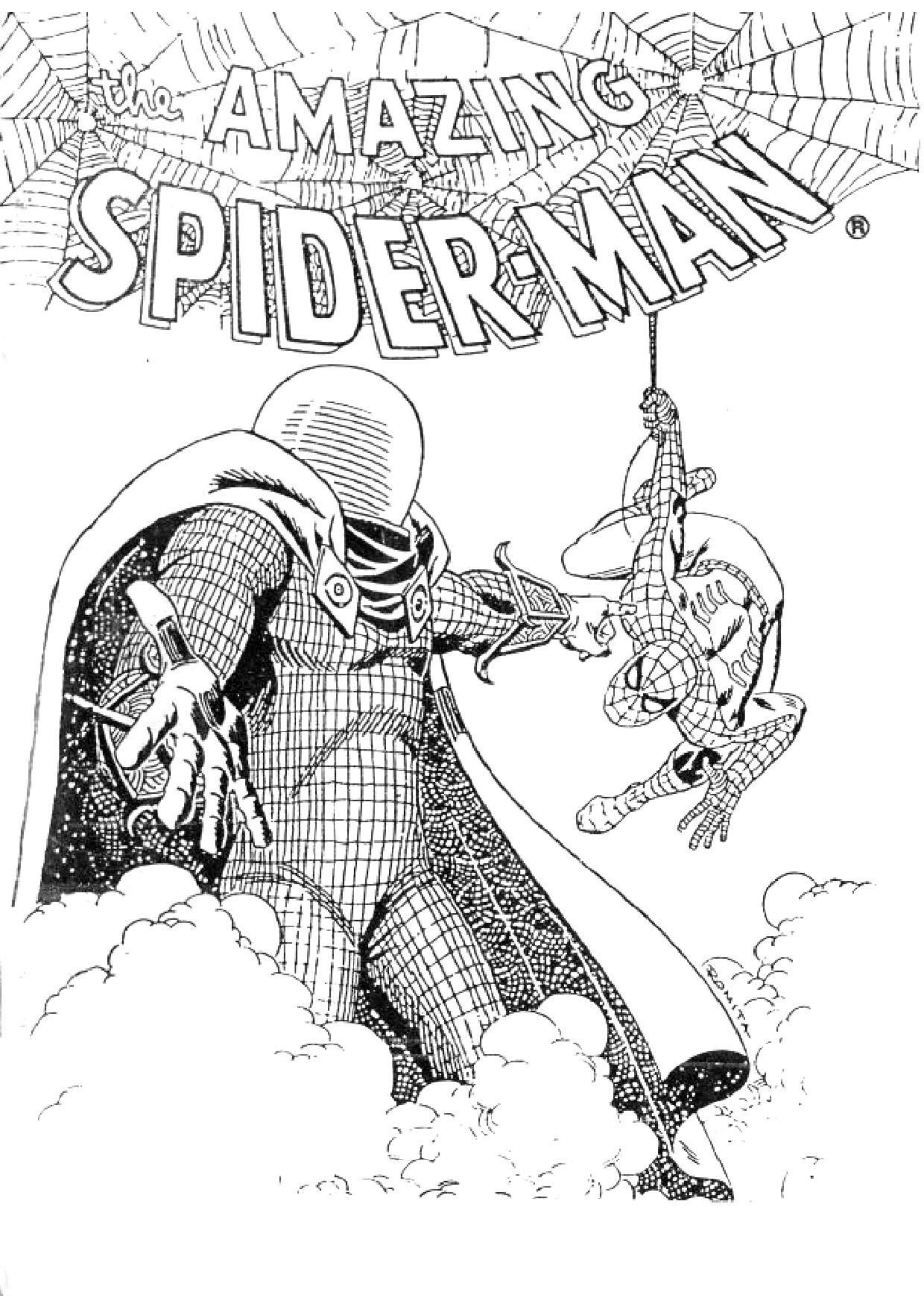
the AMAZING SPIDER-MAN®
ROMITA

ACKNOWLEDGEMENTS

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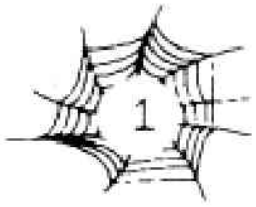
the AMAZING SPIDERMAN



1. Loading and Installation

IBM-PC and Compatibles

Insert your DOS disk and wait until you see the a: prompt on your screen. The game will perform better if you reduce to a minimum the amount of unnecessary memory used, so remove any non-important software installed in your system.

System Requirements

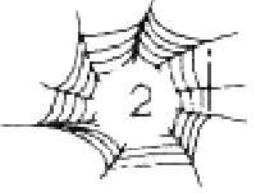
- 3.5" or 5.25" Disk Drive
- CGA,EGA, VGA or Tandy Colour
- 256K RAM
- MS-DOS 2.0 or higher
- AdLib Compatible
- MS-Joystick Compatible.

Now insert your copy of The Amazing Spider-Man game disk and type **spidey** followed by a carriage return. The software will ask you what type of graphics card you have. Once the game has loaded you may select joystick or keyboard control at any stage by hitting **J** for joystick or **K** for keyboard. Amstrad PC users may use the Amstrad joystick, but need to select the keyboard option. If you own a faster PC then at any stage you may use the = or - keys to speed up or down the game. Sound effects may be toggled on or off by pressing the **S** key. The game searches for an Ad Lib card and if present will play Ad-Lib sound. There is no special installation procedure required.

To Install on hard disk, create a new directory by typing: **MKDIR AMAZING**. Copy all the files from the game disk into this new directory by typing: **CD AMAZING** and then **COPY A: *.*** The game can now be played by typing **SPIDEY**.

Commodore Amiga

The Amazing Spider-Man will run on any Amiga. Turn on your computer and insert your copy of the game disk at the Workbench prompt. (If you have an A 1000 you should insert your Kickstart disk first.) After a few moments the loading sequence will appear.



If you wish to continue with the game before the loading music has completed, press the space bar or fire button. To install the game on to hard disk you need to copy the file called Spidey and all the files in the data directory onto your hard disk. You can do this from Workbench by dragging the Spidey and data icons from the disk onto your hard disk icon. The game may now be run by double-clicking on the Spidey mask icon or by typing Spidey from a CLI. If you want to look at the loading sequence then run the Comic file. If you are unsure of any terms, refer to your Amiga manual.

Atari ST

The Amazing Spider-Man will run on any Atari ST or STE system with a minimum of 512k RAM and a colour monitor. The game requires a joystick inserted into port 1.

Hard Disk Installation - If you are working from a hard disk, create a folder on your hard disk (call it whatever you wish) and open a window containing this new folder. Put the master game disk in a disk drive and then drag the disk drive icon into this new folder.

Loading - If you wish to play from floppy drive A, put the game disk into drive A and switch on your ST. From floppy drive B, switch on your ST without a disk in drive A. When the desktop appears, double click on the drive B icon. Locate the file **LOADER.PRG** and double click on it. (To avoid the loading sequence you may click on **SPIDEY.TOS** instead.) From hard disk, boot your ST and hard disk in the usual manner. Then open a window containing the folder where you placed the Amazing Spider-Man disk. Double click on **LOADER.PRG** (for the full game) or **SPIDEY.TOS** (to bypass the loading sequence.)

Commodore 64

The Amazing Spider-Man on the C-64 and 128 can be controlled either with a joystick or from the keyboard. Place your disk into your drive and type **LOAD "*",8,1**. For casette put game cassette into cassette unit and ensure that it is rewound. Now press **SHIFT/RUNSTOP** at the same time and press **PLAY** on your cassette unit. On both tape and disk versions you will be presented with an options screen.

Spectrum 48/128

To load the game ensure that the tape is rewound and then type **LOAD ""**. After the game has loaded you will see the options screen.

Amstrad CPC

To load the game from tape, insert the tape into your tape drive and press **CONTROL** and **ENTER** at the same time. To load from disk insert the disk into the disk drive and type **RUN "disc**. After the game has loaded you will be presented with joystick or keyboard options before the game starts.

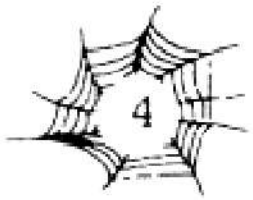
2. Game Protection Information

After the game has loaded you will be asked a few questions about certain Marvel characters. Just type in the correct answer and press the return key. You will find all the information you need at the end of this manual.

3. Controls

The control of Spider-Man is very simple. If he is on a surface such as a floor, a platform, a wall or a ceiling, Spider-Man will move along that surface in response to your cursor or joystick direction. If there is no surface to move up, then Spidey will jump when the up direction is pressed. If there is no surface to move down, then Spidey will crouch when the down direction is pressed.

To fire a web, press the fire key or button, and indicate the direction of fire by simultaneously pressing a direction (there are eight possible directions available: up, down, left, right and any diagonal.) Spidey has an inexhaustible supply of webs, but cannot fire a web while he is crouching.



4. Keyboard Controls

On the Amiga and Atari ST, the game runs almost entirely under joystick control. The only keyboard controls for the Amiga and Atari ST are:-

Pause	**H**
Quit	**Esc**

On the IBM-PC, C-64, Amstrad and Spectrum the game runs with keyboard or joystick. Keyboard controls for these machines are:-

Move Spider-Man right	**Cursor Right (P for PC)**
Move Spider-Man left	**Cursor Left (O for PC)**
Move Spider-Man up	**Cursor Up (Q for PC)**
Make Spider-Man jump	**Cursor Up (Q for PC)**
Move Spider-Man down	**Cursor Down (A for PC)**
Make Spider-Man crouch	**Cursor Down (A for PC)**
Fire a web	**Space Bar (M for Spec)**
Pause	**H**
Quit	**PC: Esc C-64: Run/Stop Spec/Amstrad: Q**

5. How to Play The Amazing Spider-Man

Each location of the Rockwell Film Studios consists of walls, platforms, traps, switches and adversaries. You will make significant progress only if you can locate those switches which are necessary to proceed, and if you avoid the traps. Your goal is to locate Mysterio's lair in the executive offices. To get there you will make your way through many rooms, most of which are parts of film studio sets specially laid out by Mysterio to make your task of locating Mary Jane even harder.

Switches initially affect only the action in your present room, but as you go farther into the Studio some affect other rooms as well. Activating a switch can cause a platform, door or surface to move, change or disappear. At the start, switches will look quite obvious.

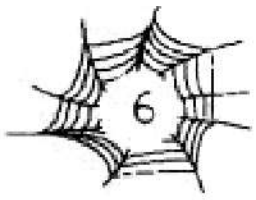
Later on, however, some of the switches are invisible, so you will need to keep your wits about you. Spider-Man can activate a switch by walking on top of it, walking past it (if it is an infra-red switch), or firing a web directly at it. You will find webs very useful for switches which are difficult for Spider-Man to reach. Traps include elevators, closing doors, electrified floors and spikes. If Spider-Man gets caught in a trap his health value will decrease; you will have to act quickly if you are to save him. Many traps are activated by switches, so keep a close lookout around you.

Surfaces - have been coated with a chemical compound developed specially by Mysterio to prevent Spider-Man and his webs from sticking to them. Other special "surfaces" are merely holographs of walls, floors and ceilings. Fortunately, there are also normal surfaces which Mysterio just didn't have enough chemical compound or holographic projectors to cover!

Normal - Spidey can climb on, walk across, web onto and jump onto these without difficulty.
Slippery - Spidey cannot climb onto or change direction when on these.
Magnetic - Webs will not stick to these.
Illusory - Walk through on contact, so Spidey can't climb onto, walk across, web onto or jump onto these.

The above rules also apply to any other objects coming in contact with these surfaces, whether robots or platforms.

Robots - created by Mysterio, patrol the studios. In addition to the more obvious robots, you might come across clones of Mary Jane, Mysterio and even yourself! Fortunately these robots are not very intelligent, but they can cause damage and confusion, so try to keep out of their way. Normally you can stun a robot by shooting a web at one.



Webs - have a number of effects depending on what they hit. If they hit a robot they will stun it briefly and the web-line will disappear. If they hit a switch on a surface, they will activate the switch and the web line will disappear. Spider-Man can also swing on and climb up his webs. To swing on the web, just jump off any surface or platform. To climb up a web, move Spider-Man in the direction of the web. Beware! Webs last only a brief period and can break if they come into contact with other objects. If you are swinging on a web and wish to break it, press the fire button.

Gravity - in some rooms has been altered either in direction or strength. As Mysterio has calculated, this will have disconcerting consequences for Spider-Man! (Altered gravity can work to your advantage if you learn to use it correctly).

Health - Spider-Man's health diminishes when he is crushed by moving platforms or guards, or when he contacts spiked or electrified floors, walls or ceilings. Occasionally Mysterio will conjure up gases which either drain Spider-Man of strength or reduce his spider-sense. To prolong Spider-Man's suffering, Mysterio has provided a few "healing areas". Here Spider-Man can partially re-gain his health. If Spider-Man's health falls too low he will die. The next section explains how Spider-Man's health is displayed.

Screen Layout - At the top of the gameplay screen there are a number of displays. The score is displayed as a number, and is a measure of your performance. The small heart next to the horizontal bar beats more quickly as Spider-Man's health deteriorates. On the **Amiga, IBM-PC** and **ST**, the horizontal bar registers the proportion of locations in the film studios which you have visited. On the **C-64**, the horizontal bar represents Spider-Man's health. On the **PC, Amiga** and **Atari ST**, the graphic of Spider-Man on the left side of the screen represents Spider-Man's health. More and more of Spidey's skeleton is displayed as his health deteriorates. You must try to ensure that you are not left with a pile of bones!

6. Game Save Feature

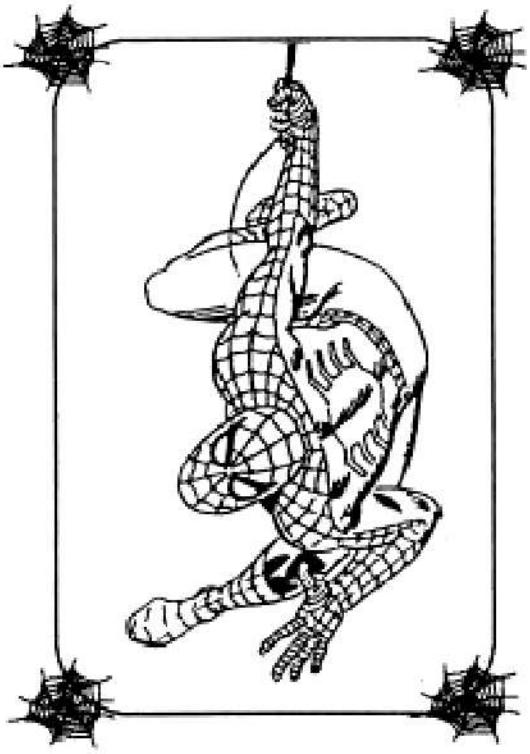
On the PC, Amiga, ST and C64 versions there is a facility which allows you to save the game whilst playing. This stores your position at the last "clapper- board" room you have entered. If you die or quit the game, then you will be able to return to the furthest clapper-board room you have reached by choosing the TAKE X option (where X is the number of the clapper-board room) on the game menu. You will recognise clapper-board rooms because they have a large clapper-board in them - they link all of the different film sets in the Rockwell Studios. This feature will not work if you turn your computer off.

7. Character Background

SPIDER-MAN

Height: 5'-10" **Weight:** 165 lbs **Eyes:** Hazel **Hair:** Brown

As a youth, Peter Parker was an honors student in science. One evening during high school, he attended a demonstration on handling nuclear waste. During the exhibition, a spider was massively irradiated. The stricken spider fell on Parker's hand, broke his skin with its fangs, and died. Shortly thereafter, Parker discovered that he was able to stick to walls with his fingertips and that he had incredible balance, reflexes and strength. He also developed an extrasensory ability which warns him of danger by a tingling sensation in the back of his skull. He quickly associated these super-human abilities with the spider bite. Parker originally planned to launch a career in show business as The Amazing Spider-Man.



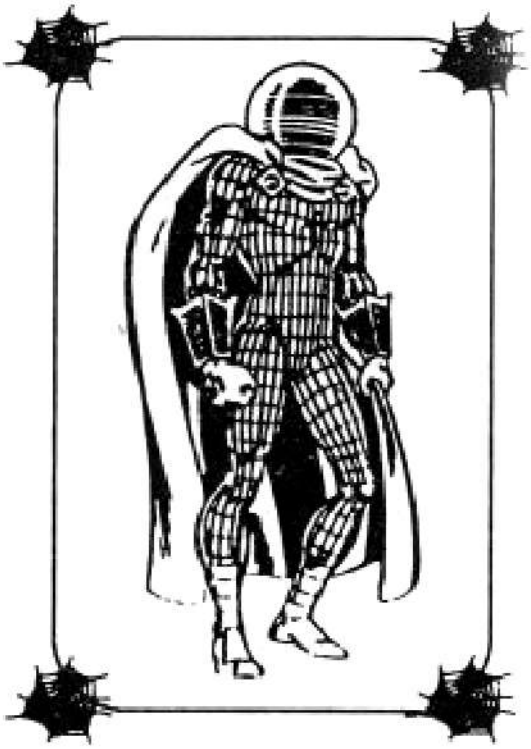
After his first performance, however, he allowed a burglar to escape, even though he easily could have captured the criminal. A few days later, that same burglar murdered Parker's beloved Uncle Ben. Filled with remorse, Parker realized that he should never shirk the responsibilities his new powers gave him. Parker began to use his powers to fight crime, and earns a living for himself and his widowed aunt by selling photographs of himself in action. Peter Parker is married to the former Mary Jane Watson. As of this writing, he has no children.

MYSTERIO

Height: 5'-11" **Weight:** 175 lbs **Eyes:** Blue **Hair:** Black

Mysterio began his career as a Hollywood stuntman, but soon became a top special effects designer. To escape the anonymity of his backstage job, he tried acting but had little success. He decided to use his technical knowledge to kill Spider-Man and take his place as a famous crimefighter. Mysterio planned to discredit Spider-Man by committing crimes in his guise, then gain fame by capturing the real Spider-Man. The attempt failed, Spider-Man defeated him, and Mysterio was arrested for the crimes he committed in his Spider-Man costume.

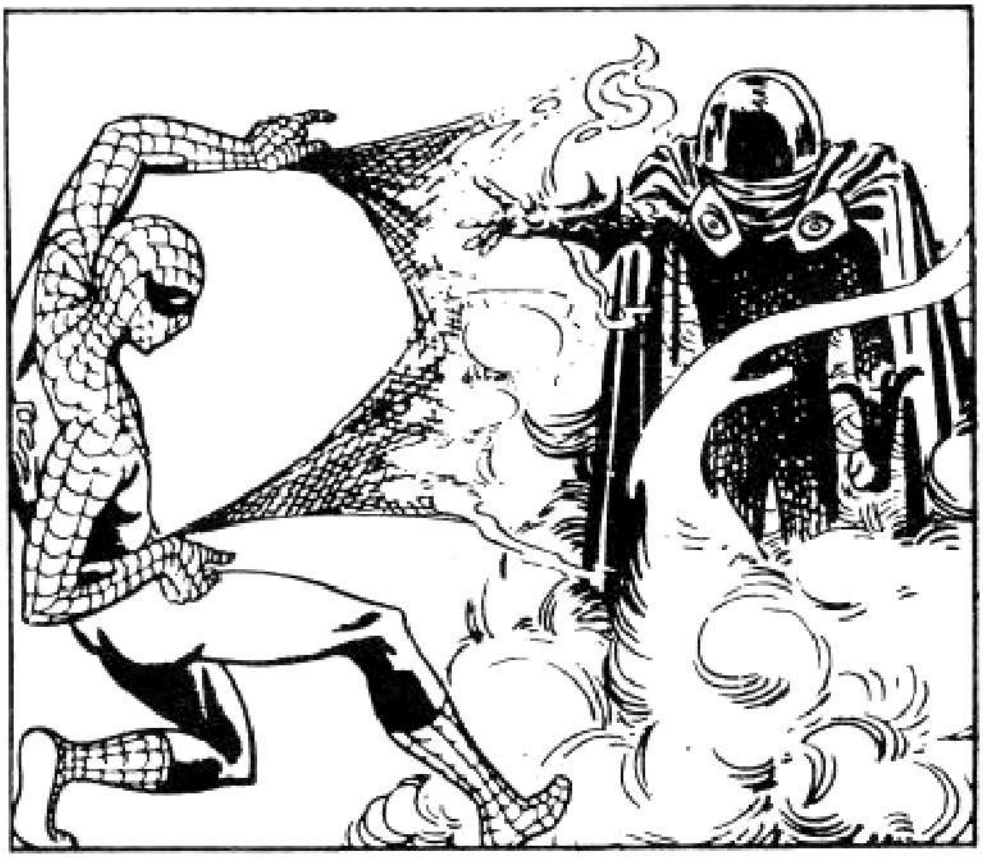
After a brief prison term, Mysterio was paroled and renewed his illegal activities. Mysterio is also a skilled amateur chemist, hypnotist and magician. He manipulates his victims' senses so that they doubt their own perceptions, impairing their ability to reason and act effectively. Mysterio prefers to work in enclosed areas (such as a motion picture sound stage) where he is able to manipulate the surroundings through special effects.



MARY JANE WATSON-PARKER

Height: 5'-8" **Weight:** 120 lbs
Eyes: Green **Hair:** Red

Mary Jane is a successful actress, model and dancer. In her youth she developed a fun-loving personality to help her forget the stress she felt over her parents' unhappy marriage. She was reluctant to become involved with Peter Parker because she knew his real identity and did not want a relationship with someone who constantly risked his life. Mary Jane plays a role in the daytime TV serial Secret Hospital.



THE ULTIMATE SOCCER CHALLENGE
IS ABOUT TO ...KICK OFF!!

AVAILABLE ON: Commodore Amiga, IBM PC and Compatibles, Atari ST, Commodore 64, Amstrad CPC+, Amstrad GX 4000 & Spectrum